Dragon King

- Kingdom Death: Monster -

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Dragon King

The Dragon King's species is long dead. It remains alone, clinging to the memories of its once mighty race.

Its destructive moods swing wildly from impotent rage to obsessive nostalgia. It stalks the darkness, lashing out at anything it meets.

Survivors that run across the moody monster usually fall prey to the unseen waves of ruinous pain that emanate from the monster's glowing heart.

Those survivors lucky enough to drive off the monster will be amply rewarded with a trove of new armaments crafted from the abandoned husk of the monster's body.

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Dragon King sprues (armor kits, the Dragon King monster, and the Tyrant monster.)
50 x	Gear cards
10 x	Rare gear
24 x	Dragon King AI cards
23 x	Dragon King HL cards
21 x	Dragon King Resource cards
28 x	Tyrant AI cards
21 x	Tyrant HL cards
1 x	Tyrant Terrain card
3 x	Strange Resource cards
8 x	Dragon King Hunt Event cards
2 x	Terrain cards
2 x	Terrain tiles sheets
4 x	Disorder cards
4 x	Fighting Art cards
2 x	Secret Fighting Art card
8 x	Constellation cards
1 x	Armor Set Bonus card
5 x	Innovation cards
1 x	Weapon Specialization/Mastery Card
2 x	Settlement Locations
3 x	Card dividers

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Dragon King Card Divider, AI, Hit Location, Hunt, and Resource cards to the monster section of the core game box.
- Add the Tyrant Card Divider, AI, Hit Location, Special Terrain, and Constellation cards to the monster section of the core game box.
- Add the new disorders to the Disorders deck.
- Add the new fighting arts to the Fighting Arts deck.
- Add the new secret fighting arts to the Secret Fighting Arts deck.
- Add the new gear and Armor Set bonus card to the game box.
- Add the new terrain to the Terrain deck.
- Add the new innovations to the innovation cards in the game box (not your settlement's deck).

When a story event in this book is triggered, it is denoted by 📖 preceding the event name.

Two Ways to Play

This expansion includes two monsters with unique AI and Hit Location decks and two distinct ways to add them to your game.

The massive Dragon King may be added to any Core Game campaign (details below). It is a huntable monster with unique resources to collect and gear to craft.

The Tyrant is the Dragon King's human form. You will only encounter this monster as part of the People of the Stars campaign.

Add to Your Campaign

To add the Dragon King to your current campaign, add 📖 **Glowing Crater** (a story event found in this book) to Lantern Year 8 on the timeline. If your campaign is beyond year 8, add it to the next year on the timeline.

New Rules

Double-sided Terrain Tiles

The Dragon King expansion introduces double-sided terrain tiles (Lava Pools/Obsidian Towers). These terrain tiles have 2 corresponding terrain cards. During the Dragon King showdown, these terrain tiles flip after they are placed. Use the rules on the terrain card corresponding to the currently visible side of a terrain tile.

If the **Lava Pool** or **Obsidian Tower** terrain cards are drawn in another monster's showdown, use only the side of the terrain tile corresponding to the terrain card you drew.

Special Terrain Cards

The Tyrant's showdown uses a **Gate** special terrain card with rules for Gate terrain tiles only used during the Tyrant showdown. Do not shuffle this into the Terrain deck.

Knockback and Knocked Down

The Dragon King is too massive to be moved by a mere survivor. It is immune to any **knockback** and cannot be **knocked down.**

Monster Level Symbol ★

The ★ symbol on all game cards and events refers to the monster's level. For example, the Dragon King's **Lordly Roar** instructs the target to suffer ★ + 3 brain damage. In a showdown against a level 2 Dragon King, this would be 5 brain damage.

Scythe Weapon Proficiency

This expansion has a new weapon type and a corresponding weapon specialization/weapon mastery card. Scythe can now be nominated by survivors for weapon proficiency.

People of the Stars Campaign

The People of the Stars is designed as a stand-alone campaign. It is not intended to be added to a standard campaign or for use with any other expansion monsters.

Adopted by the Tyrant, the last of the People of the Stars, the survivors must grow their settlement to please its desire to leave an enduring draconian legacy before he passes.

This campaign follows a group of survivors that establish their settlement near the Tyrant's **Throne** instead of a **Lantern Hoard**. Under the watchful gaze of the Tyrant you will build a different settlement, follow a different timeline, and develop new innovations. New types of survivors, People of the Stars, will emerge.

New Survivor Record Sheet

When you create survivors in this campaign, use the new survivor record sheet (included in this book and at sheets.kingdomdeath.com).

The new record sheet contains information about your survivors' progress through this campaign's new goals.

New Settlement Record Sheet

Complete the **First Story** prologue as normal. When you begin the first settlement phase, use the Dragon King settlement record sheet (included in this book and at sheets.kingdomdeath.com).

The new record sheet contains an alternate timeline with a mix of new story events and events from the *Kingdom Death: Monster* core game.

Story Events in the Campaign

In some cases you will replace existing core game story events with new versions in this book, and in other cases you will ignore events from the core game altogether.

Replaced Story Events

If you are instructed to trigger any of the listed story events, replace these story events as follows:

🕮 **Returning Survivors** → 🕮 **Foundlings**

🕮 **Bold** and **Insight** → 🕮 **Awake**

🕮 **Intimacy** (Core Game) → 🕮 **Intimacy**

Removed Story Events

Some story events are not intended to be used in this campaign. **Hands of Heat**, **Regal Visit**, **Armored Strangers**, **Watched**, and **Nemesis Encounter - Watcher** have all been removed from the timeline.

If an event or card would cause you to add/trigger one of these events, do nothing instead. For instance, choosing the **Barbaric** Conviction Principle would usually add **Hands of Heat** to the timeline, and the 1 result on the **Records** innovation would move **Nemesis Encounter - Watcher** on the timeline. In both cases, simply ignore the results.

Innovations in the Campaign

The People of the Stars learn and discover different aspects of the world than those living near a Lantern Hoard.

Removed Innovations

Remove the following innovations from the pool of possible innovations: **Language**, **Lantern Oven**, **Family**, and **Clan of Death**.

New Innovations

The People of the Stars campaign starts with the **Dragon Speech** innovation, as noted on the **Foundlings** story event.

Bloodline and **Empire** are new *home* innovations. The **Radiant Orb** takes the place of the **Lantern Oven** as your settlement's source of heat, but unlike the Lantern Oven, it can only be gained when granted by story events. Finally, **Arena** is a new *education* innovation that is added to the innovation deck as a **Nightmare Training** consequence.

Dragon Traits and Constellations

Dragon Traits are a collection of abilities, fighting arts, attribute modifiers, disorders, secret fighting arts, and surnames that survivors gain throughout the campaign.

Dragon Traits are listed in the Constellation section of the survivor record sheet. Throughout this expansion, Dragon Traits are mentioned in **bold, red text** to remind players to mark them on their record sheet as they are gained.

Once marked, Dragon Traits are permanent. Even if a survivor loses the original source of that trait, they are still considered to have that Dragon Trait. For example, curing the **Destined** disorder by endeavoring at **Bed** does not remove the Dragon Trait.

When a survivor has four Dragon Traits in a row (vertically or horizontally), they trigger the **Faces in the Sky** story event and gain a constellation. When survivors gain a constellation, they become one of the People of the Stars.

Constellations are powerful upgrades available only to the People of the Stars. The exact constellation gained depends on which 4 Dragon Traits were used to complete a row or column. For example, a survivor who triggers the event by having the **Oracle's Eye** ability, the **Unbreakable** fighting art, 3+ strength, and 9+ courage, gains the **Goblin** Constellation.

Survivors can only have one constellation. Once a survivor has gained a constellation, they no longer record new Dragon Traits on their record sheet. If a survivor would gain two or more constellations at the same time, they choose which of them to gain.

The Tyrant

Periodically, the Tyrant will test the settlement's prowess, guiding their development towards People of the Stars and evaluating their progress. Failing to measure up to its expectations often has dire consequences.

Part of these tests are special nemesis encounters. However, the Tyrant is not a traditional nemesis monster, and the survivors may only face it when it is explicitly listed on the timeline of the settlement's record sheet.

Do not add the Tyrant to the Nemesis Monster list on the settlement record sheet. When choosing to fight an unspecified nemesis, you may not select the Tyrant. Furthermore, the settlement cannot choose to face the Tyrant via a special showdown (such as by using the **Heart Flute**) or use the monster as the basis for the **Hunt Reenactment** settlement event.

Tyrant Showdown

Move into Range and Attack

The Tyrant has **Range: 3** and uses **Move into Range and Attack** actions. When the monster is instructed to **Move into Range and Attack**, end the monster's movement 3 spaces away from the target. If the monster is less than 3 spaces away, move it until it is exactly 3 spaces away.

Expansion Glossary

Acid Palms: Add 1d10 strength to your wound attempts when attacking with Fist & Tooth.

Heart of the Sword (Storm): If you gain weapon proficiency during the Aftermath, gain +3 additional ranks. You cough up a hunk of your own solidified blood and gain +1 Iron strange resource.

Iridescent Hide: Gain + 1 at all hit locations for each different-colored affinity in your gear grid.

Limb-maker (Sculptor): Once per settlement phase, spend 2 ✪ to carve a prosthetic limb. Remove a survivor's dismembered injury and add 1 bone to the settlement's storage.

Oracle's Eye: At the start of the showdown, look through the AI deck then shuffle.

Presage (Witch): Each time you attack, before drawing hit locations, loudly say a name. You lightly bite the eye in your cheek to see what it sees. If you draw any hit locations with that name, gain +3 insanity and +10 strength when attempting to wound them.

Pristine: When you suffer a **dismembered** severe injury, ignore it and gain 1 bleeding token instead.

Psychovore (Reaper): Once per showdown, you may eat an adjacent survivor's disorder. If you do, remove the disorder. They gain 1 bleeding token and you gain +1 permanent strength. At the end of the showdown, if you haven't eaten a disorder, you die.

Rooted to All (Absolute): If you are standing at the start of your act, reveal the top 2 cards of the AI deck and put them back in any order.

Twelve Fingers (Gambler): You cannot carry two-handed gear. On a Perfect hit, your right hand pulses. Gain +5 insanity and +1 luck for the attack. However, for each natural 1 rolled when attempting to hit, your left hand shakes. Suffer 5 brain damage and -1 luck for the attack.

Way of the Rust (Rust): Your bleeding tokens are also +1 evasion tokens.

GLOWING CRATER

A secret glimpsed becomes an obsession.

A fiery light slices through the sky.

Nominate a survivor. They are the only witness.

The witness sets out into the dark, certain that their fate awaits in the place the light landed.

They gain the Destined disorder.

They reach a steaming crater's edge in time to see a pale, slender form emerge from a massive, steam-filled husk.

A piteous sigh falls over the surroundings like a heavy pall as the naked form strides away, unscathed and unmoved.

The witness dives into the crater, sending glittering embers of paper ash into the air. Breathlessly, they sift through the debris, searing their hands on the still-burning remains.

The nominated survivor gains the **Destiny Husk** rare gear and **Acid Palms** ability.

Acid Palms: Add 1d10 strength to your wound attempts when attacking with Fist & Tooth.

The witness arrives at the settlement wearing nothing but a milky-green membrane held tight around their body by their burnt-up hands.
In their eyes is a boundless look of peaceful resignation.

You may now hunt the **Dragon King**. Add it to the **Quarries** list on the settlement record sheet.

SHOWDOWN: DRAGON KING

Quarry

There was once a monster that was alone in the world. Abandoned in its grief, the monster crawled deep inside its aching heart until it broke and was set aflame. Now, the power of its grief and fury pours like invisible poison from the weeping face it hides inside its hulking body.

Instinct: Core Countdown

Full move toward the closest threat.
Perform **Irradiate**.
End the Dragon King's turn.

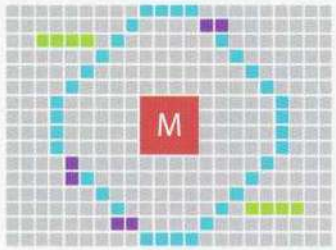
Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	4	-	10	13		
S Irradiate **S Unseen Agony**							
2	8	7	1	10	15	+1	+1
S Irradiate **S Unseen Agony**							
3	9	8	2	10	17	+2	+2
S Irradiate **S Unseen Agony** **S Smolder**							

Tokens: +1 Luck.

Select an encounter level and set up the hunt board.

Showdown Setup



Legend
- Survivors
- Monster
- Toppled Pillar
- Stone Column

Terrain & Deployment
- 2 Toppled Pillar terrain cards, set up in the green spaces.
- 1 Stone Column terrain card, set up in the purple spaces.
- Place the Dragon King in the center of the board.
- Place survivors in any of the blue spaces.

Aftermath

Victory
+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
You may choose to leave or recover the remains. If you leave, do not gain the benefits of the settlement's Death Principle. If you recover the remains, gain the benefits of your Death Principle but a survivor becomes sick in the process. Suffer -1 population.

Rewards

The first time the Dragon King is defeated, add the **Dragon Armory** to the settlement locations.

The group gains the following rewards:

Level	Reward
1	4 basic resources and 4 Dragon King resources.
2	4 basic resources, 6 Dragon King resources, 1 **Pituitary Gland** strange resource.
3	4 basic resources, 8 Dragon King resources, 1 **Shining Liver** strange resource.

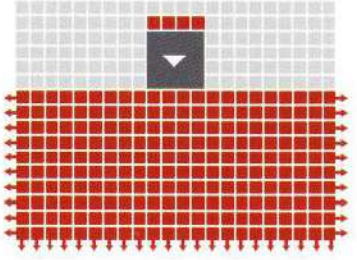
If the settlement has innovated **Sculpture** when you defeat the Level 2 Dragon King, gain a **Radiant Core** strange resource.

MELTDOWN

An unseen blast tears through the darkness.

The Dragon King's nuclear heart explodes with an ear-shattering whine. Everything in the monster's path burns up in a wave of unseen heat.

Meltdown Zone



Each survivor in the **Meltdown Zone** is **Caught in the Disintegrating Wave**.

Then, archive all **destructible** terrain in the affected spaces.
Flip all **Lava Pool** terrain tiles to **Obsidian Tower** terrain tiles.

The Dragon King's protective chest sphincter screws shut. Remove all -1 toughness tokens.

Caught in the Disintegrating Wave - roll 1d10

All survivors in the Dragon King's field of view and blind spot suffer 1 damage for each -1 toughness token the monster has to ★ hit locations.

1 2 3 4

Your arms give off steam and burst! Suffer the **ruptured muscle** severe arm injury.

5 6 7 8

The image of the screaming heart-face is seared into your memory. If you're not blind, suffer the **blind** severe head injury.

9

The shock wave sends you flying. You land with a steaming hiss! Suffer **knockback 7**. Archive any **soluble** gear in your grid.

10

You close your eyes and leap for your life. Gain the **Acrobatics** fighting art.

FOUNDLINGS

Nominate a survivor to utter the **First Words.**

First Words

The nominated survivor listens close to the Tyrant's words and gains +1 understanding. They speak to the settlement for the first time in the Tyrant's language! They can finally discuss their situation, realizing they must hunt to live. Add the White Lion to the Quarry list on the settlement record sheet.

Your settlement gains the **Dragon Speech** innovation. Search the innovation cards for **Dragon Speech** and place it face up in your play area and record it on your settlement record sheet.

Dragon Speech is your first innovation and the unique language taught to you by the Tyrant. It will spark the creation of the innovation deck.

Build the Innovation deck now

Build the Innovation Deck

The innovation deck represents the potential cultural and technological growth of your settlement. It will grow throughout the campaign as you gain new innovations.

Find the 6 innovation cards with *language consequences* listed under their title: **Ammonia**, **Drums**, **Hovel**, **Inner Lantern**, **Paint**, and **Symposium**.

Shuffle these 6 cards together to form your settlement's innovation deck. Place it face down in the designated space on the settlement board.

The innovation deck is persistent. Preserve the unique combination of cards in your deck between play sessions.

Finished with their work, the settlement gathers around its **Gleaming Edifice**.

Gleaming Edifice

Armed with language, the nominated survivor exalts the center of the settlement, the gleaming obsidian throne. The settlement gains the **Throne** settlement location.

Place the Throne face up in your play area. The Throne is the source of all innovations and further locations the settlement will develop.

The nominated survivor sits in front of the Dragon Throne in wonder. They gain the **Champion's Rite** fighting art and must skip the next hunt as they ponder the meaning of existence.

Check off the Skip Next Hunt box on the survivor's record sheet. They cannot be selected as a departing survivor this settlement phase.

INTIMACY

Nominate one consenting male and one consenting female survivor and roll on the **Intimacy** table below.

The first time the survivors bring a new life into this world (+1 population from **Intimacy**), the Tyrant will teach the settlement how the People of the Stars are reared. **Principle: New Life**.

As your settlement grows, don't forget to apply your **New Life** principle. It will greatly affect the outcome of your campaign.

If the settlement has the **Protect the Young** New Life Principle, the parents give the child the **Noble** surname.

If the settlement has the **Survival of the Fittest** New Life Principle, the newborn survivor gains a second **Dragon's Inheritance**.

Intimacy - roll 1d10

1

Unspeakable tragedy. The Tyrant looks on with sadness. The nominated survivors and the newborn are dead.

2 3

The child perishes in childbirth and the female survivor is forever changed. She suffers the **destroyed genitals** severe waist injury and gains a **Scar**.

4 5

A strong child is born, kicking and screaming. +1 population, the newborn gains +1 permanent strength.

6 7 8 9

The Tyrant is pleased. +1 population and choose 1 **Dragon's Inheritance** for the newborn survivor.

10

Mirror birth. Twins are born, +2 population. Choose 1 **Dragon's Inheritance** for each newborn survivor.

Choose an inheritance for the new survivor and note the resulting characteristic on the newborn survivor's record sheet.

Dragon's Inheritance

Gain half of a parent's courage (rounded down)
Gain half of a parent's understanding (rounded down)
Gain one of a parent's fighting arts.
Gain all of parent's disorders.
Gain one parent's surname.

If the settlement innovated **Hovel**, a favored child is born. Roll 1d10 to determine which ability the newborn survivor gains.

1d10	A Twinkle in the Sky Gazer's Eye
1 - 5	**Iridescent Hide:** Gain 1 at all hit locations for each different-colored affinity in your gear grid.
6 - 10	**Oracle's Eye:** At the start of the showdown, look through the AI deck, then shuffle it.

MIDNIGHT'S CHILDREN

Weakness is anathema to strength.

The Tyrant descends the obsidian staircase with a gift. It places the gift at the settlement's center, and heat washes over the cold stone ground for the first time. The settlement gains the **Radiant Orb** innovation.

The Tyrant beckons each survivor into the light.
The gathered survivors **Marvel at Their Reflection** in the gleaming obsidian.

Marvel at Their Reflection - Count the number of survivors in the settlement that have at least 1 Dragon Trait.

3 or less
- A pale reflection -

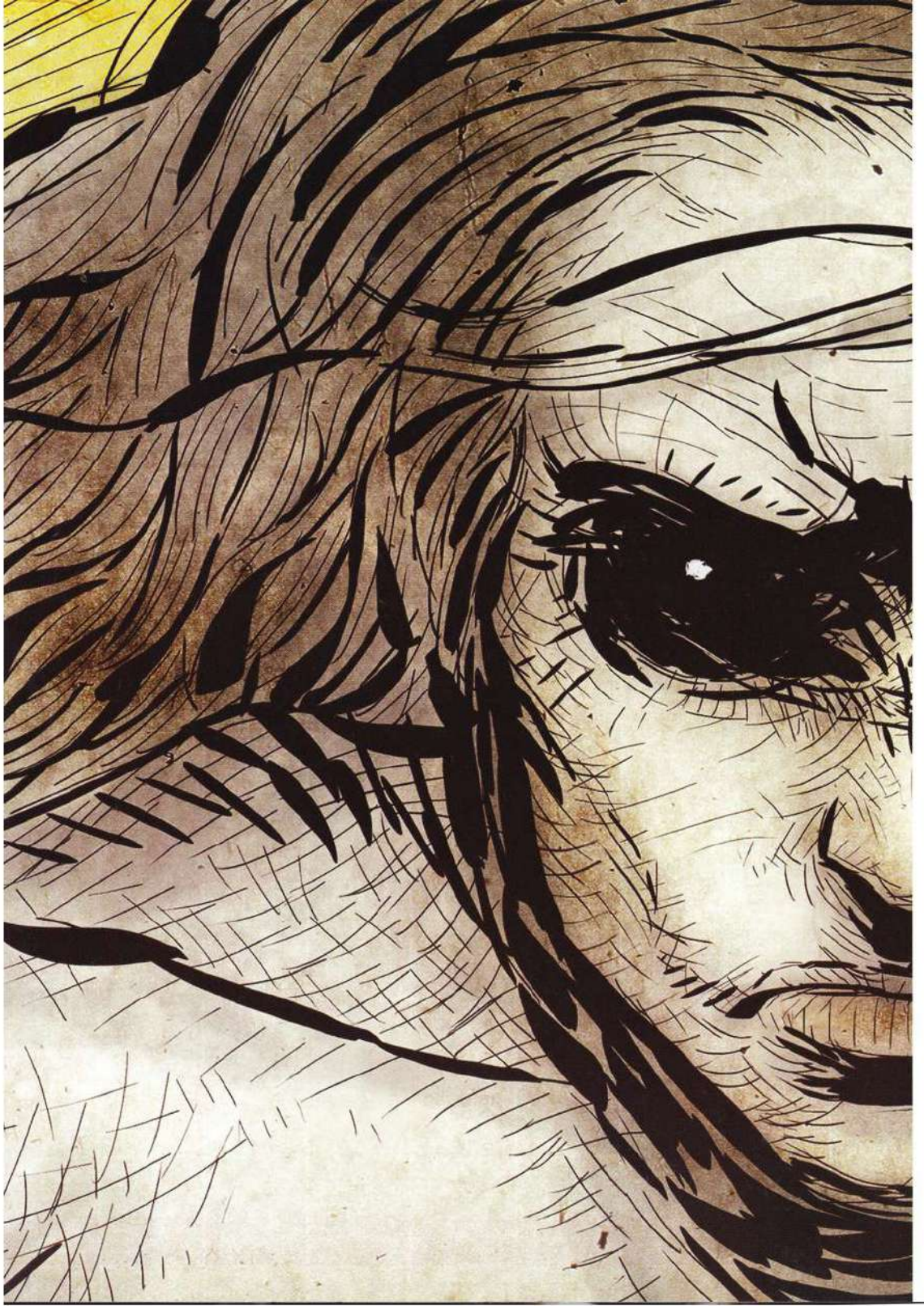
The Tyrant gazes bitterly at the pale, anemic limbs crowding into the warmth of the Radiant Orb, their chilled goose-flesh resembling nothing of the proud people he imagined they would be. Roll 1d10.

1d10	The settlement
1 - 2	The Tyrant loses patience, tearing at the mingling crowd and killing all survivors without any Dragon Traits. Suddenly contrite, the Tyrant ministers to the newborns of the settlement. Gain +4 population. These survivors are born with the **Unbreakable** fighting art and **Reincarnated** surname.
3 - 6	The Tyrant orders the survivors into the darkness for grueling martial exercises. Half of the survivors without Dragon Traits (rounded down) die. All other survivors gain +1 permanent strength or +1 permanent accuracy.
7 - 9	The Tyrant calls each survivor before it, marking their faces with honed claws reminiscent of the vanished dragons. Not all survive its touch. All survivors with permanent injuries are killed. All remaining survivors gain a **Scar**.
10	The Tyrant takes pity. All survivors without Dragon Traits gain an aspirational surname: **Noble**.

4 or more
- a flickering reflection -

Among the survivors' dim reflections in the polished black stone of the settlement, the ghosts of the dragons appear to walk among the settlement. Roll 1d10.

1d10	The settlement
1 - 3	The Tyrant culls dead weight. Half of the survivors without Dragon Traits are killed. The Tyrant presents the settlement with a **Regal Edge** rare gear.
4 - 6	The Tyrant calls each survivor with a Dragon Trait in turn. He wraps each survivor in an anemic embrace, whispering to them in a familiar tone that chills their hearts. Each gains +5 insanity and the **Reincarnated** surname.
7 - 9	The Tyrant calls up 1 hopeful survivor with no Dragon Traits. They place their hands upon the swirling surface of the Radiant Orb. Skin charring in its heat, they gain the **Red Fist** secret fighting art and the following ability. **Pristine:** When you suffer a **dismembered** severe injury, ignore it and gain 1 bleeding token instead.
10	The Tyrant spends time with the nascent People of the Stars. A random survivor gains a **Dragon Vestments** rare gear. Each survivor with a Dragon Trait gains a random fighting art.



- Story Event -

AWAKE

Roll on the table corresponding to the milestone you reached.
A survivor may only gain these benefits once per lifetime.

■■■ Courage - roll 1d10

Laughter fills your ears, overwhelming your senses. The world is unforgiving and deadly. The only thing to do is laugh, freely and in defiance. Before you know it, your voice joins the mirthful chorus and your spirit soars. Nothing is so terrible that it cannot be mocked, and in so doing, diminished.

1 2 3

Gain the following based on the current game phase:

Settlement Phase: **Intimacy**. Add +1 to your roll result. If possible, nominate yourself.

Hunt Phase: Gain survival up to the settlement's survival limit.

Showdown Phase: Gain +1 strength and +1 accuracy tokens.

4 5 6 7

Gain +1 permanent strength, a random fighting art, and the **Reincarnated** surname.

8 9 10

Gain +1 permanent accuracy and the **Unbreakable** fighting art.

A tooth-grinding crescendo of emotion suddenly stops, leaving you in a moment of serene clarity.

■■■ Understanding - roll 1d10

You are weightless and only your thoughts give your body substance. The world bends around you. Everything you need to conquer is already within you, waiting for you to reach it.

1 2 3

Gain the following based on the current game phase:

Settlement Phase: Gain +2 ✪ only you can spend.

Hunt Phase: Gain +1 strength and +1 evasion tokens.

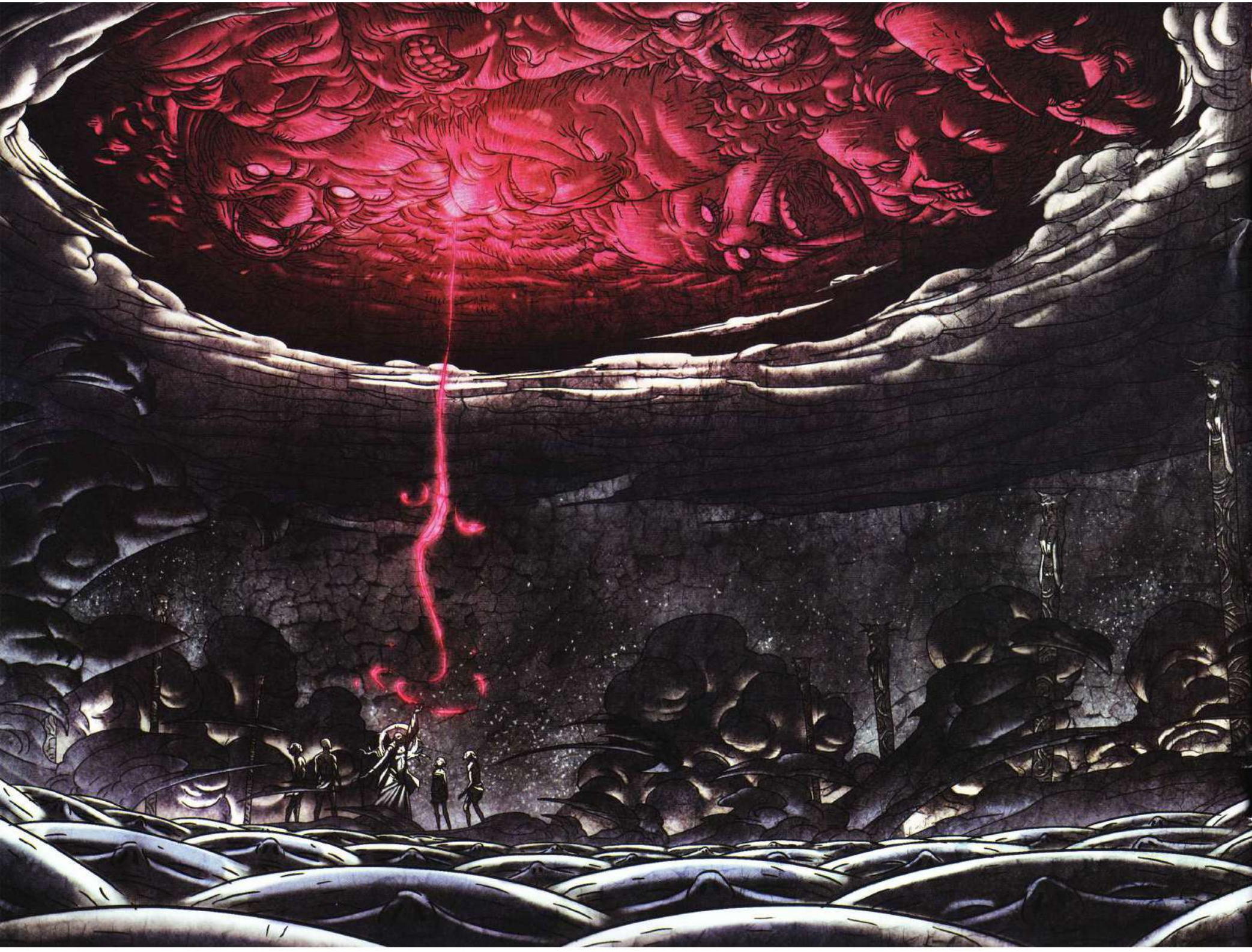
Showdown Phase: Remove all your bleeding and negative attribute tokens.

4 5 6 7

Gain +1 permanent evasion, a random fighting art and the **Noble** surname.

8 9 10

Gain +1 permanent evasion and the **Champion's Rite** fighting art.



UNVEIL THE SKY

Reality is shattered, revealing the teeming depths of the limitless night.

The celestial vault is thrown open to reveal the world beyond. The sight shatters the delicate boundaries of the survivors' world.

In silent benediction and judgment, the celestial faces gaze upon the Tyrant's people, commanding them to race for their destinies.

Nominate 4 survivors with at least 1 Dragon Trait. They gain +2 understanding and **Peer into Destiny**.

Peer into Destiny - roll 1d10

1

Convulsing with fear, you die. Your rigor-stricken face imitates a celestial one.

2 3

Your life has purpose. You will achieve your master's work. Gain +5 insanity and the **Destined** disorder.

4 5 6

You're certain one of the faces above is mouthing your name. A distant voice whispers the tale of your death.
Gain +3 courage and the **Noble** surname.

7 8 9

A voice above loudly declares your perfect ancestry. Gain 2 ranks of weapon proficiency and the **Reincarnated** surname.

A face above peers back at you, shedding a single glittering tear. As it splashes down over you, the cold embrace of the other chills you to your quaking bones.

Gain the **Frozen Star** secret fighting art.

FACES IN THE SKY

Suddenly, a second heartbeat pulses in your eardrum, a second spirit roars in your breast. You look up, locking eyes with an enormous shrouded face visible to your eyes only. It is the face of the stars and you are one of the People of the Stars.

THE CONSTELLATIONS

	Witch	Rust	Storm	Reaper
Gambler	9 Understanding (max)	Destined disorder	Fated Blow fighting art	Pristine ability
Absolute	Reincarnated surname	Frozen Star secret fighting art	Iridescent Hide ability	Champion's Rite fighting art
Sculptor	Scar	Noble surname	Weapon Mastery	1+ Accuracy attribute
Goblin	Oracle's Eye ability	Unbreakable fighting art	3+ Strength attribute	9 Courage (max)

When a survivor gains all Dragon Traits in a row or column, they are reborn as one of the **People of the Stars** under that constellation.

For the rest of their life, the Tyrant will consider them a member of his clan, worthy of succession.

If a survivor gains more than one constellation at once, choose one. A survivor may gain one constellation per lifetime.

In the moment of their rebirth, the People of the Stars may consume their lies or sins in an ecstatic self-mutilating ritual that scars their face in the Tyrant's image.

Choose one:
Consume Sins: Remove all permanent injuries and gain the **Vestiphobia** disorder.
Consume Lies: Remove all disorders and suffer the **Broken Jaw** severe head injury.

When a survivor gains a constellation, the experience alters the very fiber of their being. The celestial face of their vision becomes a mirror, and they the reflection.

Draw the constellation card that corresponds to the constellation the survivor gained. Record the rules and abilities associated with it and adjust your permanent attributes as listed.

THE TOMB

To become gods, you must kill God.

The Tyrant's voice booms from the throne, cracking the glassy ground below. It delivers a final edict.

"Erect a fearsome tomb to celebrate my death. When the deed is done, you will lay me in it."

Before their eyes, the Tyrant grows enormous, hideously twisting and tearing itself into its true form.

A mountain of shining, black muscle and a delicate glowing membrane lays curled around its throne, rhythmically undulating with weary breath.

The survivors slowly stir from their slack-jawed horror, clumsily starting to clear the outskirts of the settlement for the tomb's foundation.

Add **Tomb: Part 1** to the next year on the timeline.

If the settlement's population has more normal survivors than People of the Stars, the settlement gains the **Ultimate Weapon** innovation.

If the settlement's population has more People of the Stars than normal survivors, the settlement gains the **Final Fighting Art** innovation.

Part 1

The settlement begins the Tomb's foundation. This lantern year, archive all basic resources brought back by returning survivors (rounded down). Gain 1 **Hazmat Shield** rare gear. If there are fewer than 4 People of the Stars in the settlement, the settlement sacrifices 2 survivors without constellations (if possible). The **departing survivors** gain +1 luck token. Add **Tomb: Part 2** to the next year on the timeline.

Part 2

The construction is demanding. This lantern year, archive all basic resources brought back by **returning survivors** (rounded down). If there are fewer than 4 People of the Stars in the settlement, -4 ✪. The **departing survivors** gain +1 luck token. Add **Tomb: Part 3** to the next year on the timeline. **Returning survivors** roll 1d10.

1d10	Each returning survivor
1 - 7	You throw your energy behind the settlement's frantic pace, completely exhausting yourself. You must skip the next hunt to recover.
8 - 10	You vigorously pitch in. Gain +1 permanent strength. You must skip the next hunt to recover from your herculean exertions.

Part 3

Overwork and lack of rest take their toll. This lantern year, archive all basic resources brought back by **returning survivors** (rounded down). If there are fewer than 4 People of the Stars in the settlement, any survivors with 0 Hunt XP die.

The **departing survivors** hide, avoiding labor. They heal all **broken** severe injuries and gain +2 luck tokens. Add **Tomb: Part 4** to the next year on the timeline.

Part 4

Doomsday approaches. The settlement feels the languid gaze of God searching their innermost resolve. The **departing survivors** gain +2 luck tokens.

1d10	The settlement
1 - 7	The People of the Stars surge with pride, overwhelming the settlement and killing any remaining survivors that are not People of the Stars. Do not apply the benefits of your Death Principle.
8 - 10	The settlement looks into the face of God and feels its accepting gaze. Any survivors that are not already People of the Stars gain +5 courage and +5 understanding.

SHOWDOWN: THE TYRANT

Nemesis

There was a monster whose only fear was to be forgotten. Driven by that terror smoldering in its heart, the monster inscribed its face in the sky with a glowing breath. All who saw it grew sick and died leaving nothing alive that could remember the monster's face.

Instinct: Advance

Perform **Crooked Step**. Full move the monster towards the closest survivor, then end the monster's turn.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	5	-	6	8	-	-

Ⓢ Crooked Step Ⓢ Spectral Blast Ⓢ Destiny's Marrow

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	6	-	7	10	+1	+1

Ⓢ Crooked Step Ⓢ Spectral Blast Ⓢ Destiny's Marrow Ⓢ Quickened

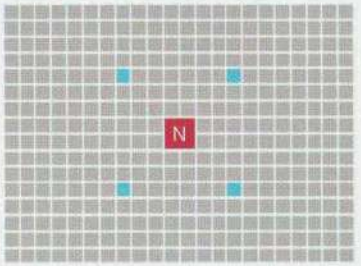
Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	8	2	7	14	+2	+2

Ⓢ Crooked Step Ⓢ Spectral Blast Ⓢ Destiny's Marrow Ⓢ Quickened

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, set up the Tyrant's showdown according to the Nemesis Encounter level listed on the timeline for this lantern year. Unless directed to by the timeline, the Tyrant may not be chosen for a Nemesis Encounter.

Showdown Setup



Legend
- Survivors
- Nemesis

Terrain & Deployment

- 1 random terrain cards, set up normally.
- Place the nemesis in the center of the board.
- Place survivors in the blue spaces.

The survivors are defending their home. **They go first.**

Aftermath

Victory
+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat
The Tyrant turns its disappointed gaze on the remaining survivors in the settlement. Nominate one survivor. They gain the **Destined** disorder.

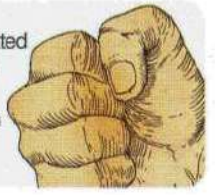
Rewards

The Tyrant looks shaken, startled at the suprising ferocity of the survivors' spirit.

The survivor that dealt the killing blow is brought before the Tyrant. With glowing fists, it reaches into the survivor's bruised flesh, tearing away their very essence with a ripping, searing sound. The survivor may choose to gain: **Iridescent Hide** or **Oracle's Eye** ability.

Lvl	Reward
1	Nominate up to 2 survivors. They gain **Dragon Vestments** rare gear and the **Destined** disorder.
2	Each victorious survivor gains 1 random fighting art. Gain the **Celestial Spear** rare gear.
3	Each victorious survivor gains +1 courage and +1 understanding.

If the settlement has innovated **Nightmare Training** when they defeat the Level 3 Tyrant, they gain the **Arena** innovation at no cost.



DEATH OF THE DRAGON KING

Final Descent

The Dragon King raises its moribund mass and descends, crushing the delicate throne to rubble under its massive claws.

The monster's exhausted body comes alive with one last spark of wild energy. It raises its maw to the darkened sky, issuing a grief-filled howl. The People of the Stars hear their native tongue for the first time, calling them to their destiny.

The remaining survivors' delicate gray matter boils and sizzles in their skulls. The dragon's voice was not meant for their ears.

Any survivors without constellations perish. They are dead. If no survivors remain in the settlement, 🕮 **Game Over.**

The Gathered Children

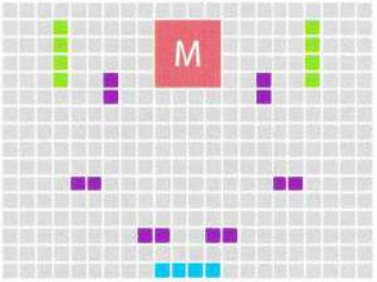
At the edge of the settlement, the People of the Stars gather before the tomb. They clench their fists and grit their teeth, preparing to kill their god.

Select **departing survivors** for a special showdown with the Dragon King.

The Dying God

The Dragon King prays for a glorious defeat.

Showdown Setup



- 2 Toppled Pillar terrain cards, set up in the green spaces.
- 2 Stone Column terrain cards, set up in the purple spaces.
- Place the Dragon King in the marked spaces.
- Place survivors in any of the blue spaces.

Only **People of the Stars** may fight in this showdown. The Dragon King awaits. **The survivors go first.**

Monster Setup

Use the Dragon King's AI and HL cards along with the Screaming Antelope's **Trample** trait.

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	*	*	*	10	17	+2	+3

Life: The Dragon King begins with 20 **Life Points.**

Irradiate **Unseen Agony**
Smolder **Trample**

Basic: Gnash, Mournful Swipe, One-Two Punch, Overheat, Rough Smack
Advanced: Ashen Return, Countdown, Glowing Fist, Heated Strike, Crisis Crater
Legendary: Death Descending

Aftermath

Defeat

The Dragon King surveys the carnage, bitter grief curdling to rage. Its naked heart radiates in all directions, erasing any trace of the settlement or the Dragon's people. The Dragon King's heart cools in its impenetrable casing.

The Dragon King crashes through the darkness, entering an era of spiteful cruelty. Wounding memories of its failures drive it to unrelenting rage at the sight of any human that crosses its path.

🕮 Game Over.

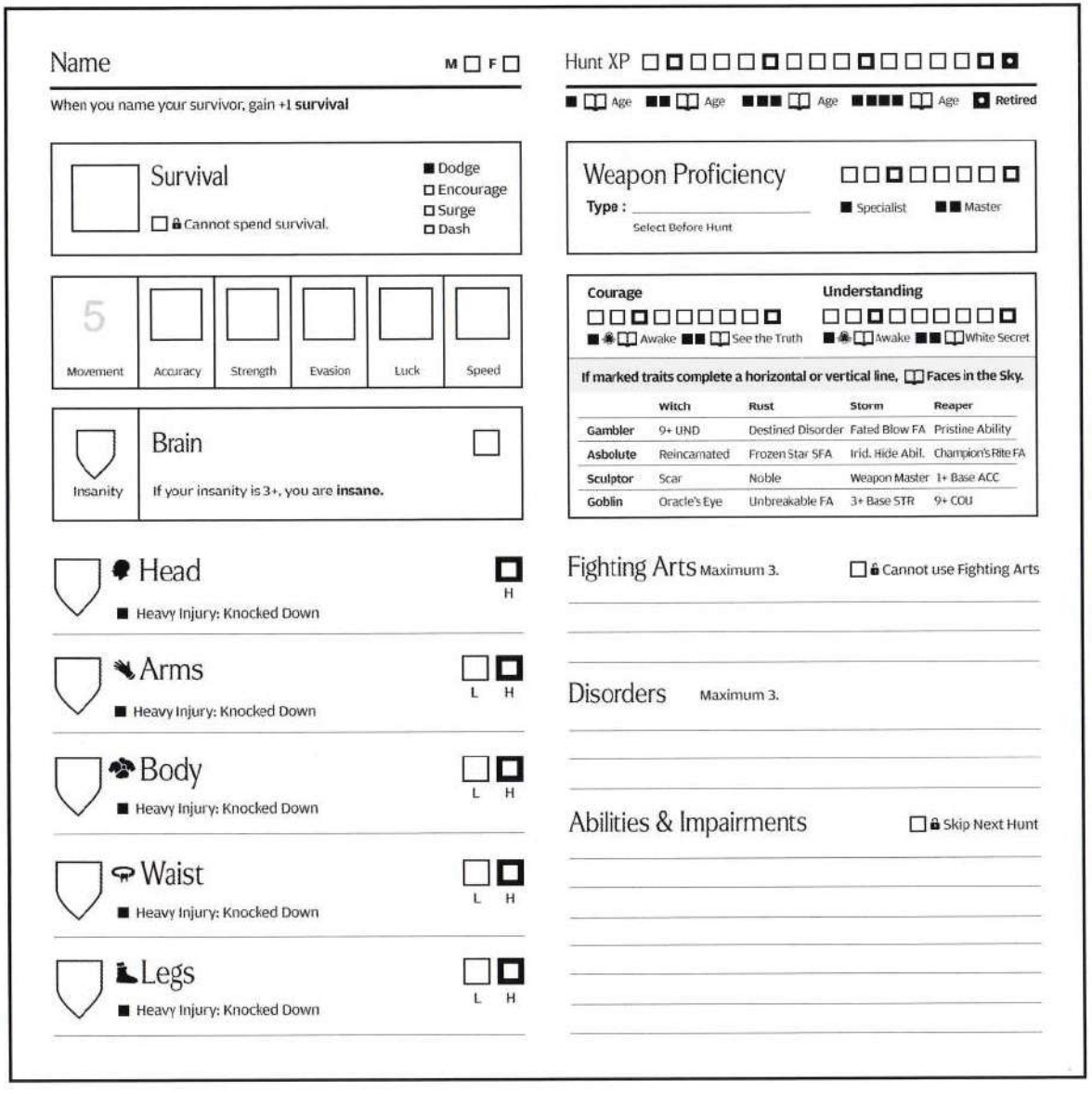
Victory

The People of the Stars stand over the collapsed hulk of the Dragon King. They lift the enormous monster into the air, its body surprisingly papery and light. Marching somberly into the tomb, the People of the Stars steal into the darkness carrying the massive molten heart of their progenitor.

Savagely, they rend it into glowing pieces, consuming it with glee. With burned tongues and blackened grimaces, they sputter and retch smoke. Terrible heat incinerates the People of the Stars from the inside out. Amidst the scorching pain, the People feel a spark of warmth. A glowing ember sets their dying bodies ablaze with power.

THE END.

People of the Stars Campaign Record Sheets



Name M ☐ F ☐

When you name your survivor, gain +1 **survival**

Survival

☐ Cannot spend survival.

■ Dodge
☐ Encourage
☐ Surge
☐ Dash

5					
Movement	Accuracy	Strength	Evasion	Luck	Speed

Insanity

Brain ☐

If your insanity is 3+, you are **insane.**

Head ☐ H

■ Heavy Injury: Knocked Down

Arms ☐ L ☐ H

■ Heavy Injury: Knocked Down

Body ☐ L ☐ H

■ Heavy Injury: Knocked Down

Waist ☐ L ☐ H

■ Heavy Injury: Knocked Down

Legs ☐ L ☐ H

■ Heavy Injury: Knocked Down

Hunt XP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

■ Age ■■ Age ■■■ Age ■■■■ Age ■ Retired

Weapon Proficiency ☐☐☐☐☐☐☐☐

Type : _____ ■ Specialist ■■ Master

Select Before Hunt

Courage ☐☐☐☐☐☐☐☐☐

■ Awake ■■ See the Truth

Understanding ☐☐☐☐☐☐☐☐☐

■ Awake ■■ White Secret

If marked traits complete a horizontal or vertical line, Faces in the Sky.

	Witch	Rust	Storm	Reaper
Gambler	9+ UND	Destined Disorder	Fated Blow FA	Pristine Ability
Asbolute	Reincarnated	Frozen Star SFA	Irid. Hide Abil.	Champion's Rite FA
Sculptor	Scar	Noble	Weapon Master	1+ Base ACC
Goblin	Oracle's Eye	Unbreakable FA	3+ Base STR	9+ COU

Fighting Arts Maximum 3. ☐ Cannot use Fighting Arts

Disorders Maximum 3.

Abilities & Impairments ☐ Skip Next Hunt

1 Survival Limit

Settlement Name

When the settlement is named for the first time, **returning survivors** gain +1 survival.

Death Count

Timeline

Year	Story & Special Events		
☐ 1	The Foundlings	☐ 21	
☐ 2	Endless Screams	☐ 22	
☐ 3		☐ 23	Nemesis Encounter - Lvl 3
☐ 4	Nemesis Encounter - Dragon King Human Lvl 1	☐ 24	
☐ 5	Midnight's Children	☐ 25	Nemesis Encounter - Death of the Dragon King
☐ 6		☐ 26	
☐ 7	Phoenix Feather	☐ 27	
☐ 8		☐ 28	
☐ 9	Nemesis Encounter - Dragon King Human Lvl 2	☐ 29	
☐ 10	Unveil the Sky	☐ 30	
☐ 11		☐ 31	
☐ 12	Principle: Conviction	☐ 32	
☐ 13	Nemesis Encounter - Butcher Lvl 2	☐ 33	
☐ 14		☐ 34	
☐ 15		☐ 35	
☐ 16	Nemesis Encounter - Lvl 2	☐ 36	
☐ 17		☐ 37	
☐ 18		☐ 38	
☐ 19	Nemesis Encounter - Dragon King Human Lvl 3	☐ 39	
☐ 20	The Dragon's Tomb	☐ 40	

Milestone Story Events

Trigger these story events when the milestone condition is met.

☐ First child is born	**Principle: New Life**
☐ First time death count is updated	**Principle: Death**
☐ Population reaches 15	**Principle: Society**
☐ Population reaches 0	**Game Over**

Nemesis Monsters

The available nemesis encounter monsters.

■ Butcher	☐ Lvl 1	☐ Lvl 2	☐ Lvl 3
■ King's Man	☐ Lvl 1	☐ Lvl 2	☐ Lvl 3
■ The Hand	☐ Lvl 1	☐ Lvl 2	☐ Lvl 3

Innovations

The settlement's innovations (including weapon masteries).

Language

Settlement Locations

Locations in your settlement.

- ■ Dragon's Throne
- ☐ Bone Smith
- ☐ Skinnery
- ☐ Organ Grinder
- ☐ Catarium
- ☐ Weapon Crafter
- ☐ Leather Worker
- ☐ Stone Circle
- ☐ Barber Surgeon
- ☐ Plumery
- ☐ Blacksmith
- ☐ Mask Maker

Principles

The settlement's established principles.

New Life	☐ Protect the Young	**or**	☐ Survival of the Fittest
Death	☐ Cannibalize	**or**	☐ Graves
Society	☐ Collective Toil	**or**	☐ Accept Darkness
Conviction	☐ Barbaric*	**or**	☐ Romantic

Quarries

The monsters your settlement can select to hunt.

- ■ White Lion
- ☐ Screaming Antelope
- ☐ Phoenix

Storage

Gear & Resources may be stored without limit.

(If you run out of room, use scrap paper)

Defeated Monsters

A list of defeated monsters and their level.

(If you run out of room, use scrap paper)

Population

Update the population number as survivors are added and lost.

Lost Settlements

Name	Gender	Notes